AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game apparatus which is able to play a plurality of games and share backup data of the plurality of games with each other, comprising:

a game program ~~storing means for~~ data storage memory for storing at least a first game program and a second game program;

a writable and readable backup data ~~storing means~~ storage memory having a first backup data storing area for ~~writably readably~~ storing backup data relating to said first game program and a second backup data storing area for ~~writably readably~~ storing data relating to said second game program;

~~an operating means for~~ a game operation controller for instructing a start of a game by selecting any one of said first game program and said second game program and for controlling progress of the selected game;

a ~~determining means for~~ first condition detector for determining whether or not a predetermined condition is accomplished in the progress of the game selected and instructed to be started by said ~~operating means~~ game operation controller; and

a memory write controller for writing information, ~~writing control means for writing~~, when it is determined that the predetermined condition is accomplished ~~by said determining means, information,~~ relating to the predetermined condition to both of [[the]] a backup data storing area ~~of one~~ associated with a first game and to [[said]] a backup data storing area of ~~another~~ at least one other game [[which]] that is not selected by said ~~operating means~~ game

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operation controller.

2. (Currently Amended) A game apparatus according to claim 1, wherein

the information relating to the predetermined condition includes condition

accomplishment information indicating that the predetermined condition is accomplished, and

said memory write controller writing control means writes the condition accomplishment

information to both [[of]] said backup data storing area of one game and said backup data storing

area of another game.

3. (Currently Amended) A game apparatus according to claim 1, wherein

the information relating to the predetermined condition includes condition

accomplishment information indicating that the predetermined condition is accomplished and

change generation information for generating changes in the progress of the game in response to

accomplishment of the predetermined condition, and

said memory write controller writing control means writes the condition accomplishment

information to said backup data storing area of one game and writes the change generation

information to said backup data storing area of another game.

4. (Currently Amended) A game apparatus according to claim 1, wherein

the information relating to the predetermined condition includes condition

accomplishment information indicating that the predetermined condition is accomplished and

change generation information for generating changes in the progress of the game in response to

accomplishment of the predetermined condition, and

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said <u>memory write controller</u> ~~writing control means~~ writes the condition accomplishment

information to said backup data storing area of one game and writes the change generation

information to both of the backup data storing area of one game and said backup data storing

area of another game.

5. (Currently Amended) A game apparatus according to claim 1, wherein

the information relating to the predetermined condition includes condition

accomplishment information indicating that the predetermined condition is accomplished and

change generation information for generating changes in the progress of the game in response to

accomplishment of the predetermined condition, and

said <u>memory write controller</u> ~~writing control means~~ further comprising a second

~~determining means for~~ <u>condition detector for</u> determining whether or not the predetermined

condition is <u>also</u> accomplished in another game [[also]] when the predetermined condition is

accomplished by said ~~determining means~~ <u>first condition detector wherein said memory write,</u>

~~writing~~ <u>controller writes</u> the condition accomplishment information to said backup data

area of one game when it is determined that the predetermined condition is accomplished by said

~~determining means~~ <u>first condition detector</u> and <u>writes</u> ~~writing~~ the change generation information

to said backup data storing area of another game when it is <u>also</u> determined that the

predetermined condition is accomplished by said second ~~determining means~~ <u>condition detector</u>

in said another game [[also]].

6. (Currently Amended) A game apparatus according to claim 5, wherein

said <u>memory write controller</u> ~~writing control means~~ writes the change generation

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information to said backup data storing area of another game and also ~~writes the same~~ to said

backup data storing area of one game when it is determined that the predetermined condition is

<u>also</u> accomplished by said second ~~determining means~~ <u>condition detector</u> in said another game

[[also]].

7. (Currently Amended) A game apparatus according to claim 1, wherein

said <u>writable and readable</u> backup data ~~storing means~~ <u>storage memory</u> further comprises a

shared backup data storing area for ~~writably readably~~ storing backup data relating to both [[of]]

said first game program and said second game program, and

said ~~writing control means~~ <u>memory write controller</u> further writes to said shared backup

data storing area shared information utilized in common to both [[of]] said first game program

and said second game program.

8. (Currently Amended) ~~A game program executed in a~~ <u>In a</u> game apparatus ~~which is able~~

<u>that enables an operator</u> to play a plurality of games, ~~is able to share~~ <u>a method for sharing</u> backup

data of <u>each of</u> said plurality of games with each other<u>, said game apparatus including</u> ~~and~~

~~provided with~~ a <u>processor and a data storage memory</u> ~~storing means~~ having a plurality of storing

areas for respectively storing [[the]] backup data <u>for each</u> of said plurality of games<u>, comprising</u>

<u>steps performed by the</u> ~~and an operating means, said game program makes a~~ processor of said

game apparatus ~~execute following steps~~ of:

determining whether or not a predetermined condition is accomplished <u>during gameplay</u>

<u>of</u> ~~in progress of~~ any one of said plurality of games <u>in which gameplay has been started</u>

~~instructed to be started by said operating means~~; and

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writing, when it is determined that the predetermined condition is accomplished by said determining step, information relating to the predetermined condition to both of said a backup data storing area of said [[one]] game which has been started and to [[[said]]] a backup data storing area of another at least one other game which is not instructed to be that has not been started by said operating means.

9. (Currently Amended) A backup writing control method in a game apparatus which is able that enables an operator to play a plurality of games, is able said apparatus having a capacity to share backup data of each of said plurality of games with each other and provided with includes a data storage memory storing means having a plurality of storing areas for respectively storing [[the]] backup data of each of said plurality of games and an operating means, said backup writing control method comprising including following steps of:

(a) determining step for determining whether or not a predetermined condition is accomplished [[in]] during gameplay progress of any one of said plurality of games in which gameplay has been instructed to be started by said operating means; and

(b) writing step for writing, upon determining that when it is determined the predetermined condition is accomplished in said step (a), information relating to the predetermined condition to both [[of]] said backup data storing area of [[one]] a game in which a predetermined condition is accomplished and to said backup data storing area of another at least one other game which is not instructed to be in which gameplay has not yet been started by said operating means.

10. (Currently Amended) A game apparatus which is able to play a plurality of games and

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share backup data of <u>each of</u> the plurality of games with each other, comprising:

a game program <u>storage for</u> ~~storing means for~~ storing at least a first game program and a second game program;

a <u>read/write data storage memory</u> ~~backup data storing means~~ having a first backup data storing area for ~~writably readably~~ storing backup data relating to said first game program and a second backup data storing area for ~~writably readably~~ storing data relating to said second game program;

~~an operating means for~~ <u>a game operation controller for</u> instructing a start of a game by selecting any one of said first game program and said second game program and ~~progress of the~~ <u>for the progressing gameplay of a</u> selected game;

a [[one]] <u>first</u> condition <u>detector</u> ~~determining means for~~ determining whether or not a predetermined condition is accomplished during [[the]] <u>gameplay</u> progress of [[one]] <u>a first</u> game selected and instructed to be started by said <u>operation controller</u> ~~operating means~~;

a first writing ~~control means for~~ <u>controller for</u> writing, <u>upon determining</u> ~~when it is determined~~ that the predetermined condition is accomplished by said [[one]] <u>first</u> condition <u>detector</u> ~~determining means~~, condition accomplishment information indicating that the predetermined condition is accomplished to said backup data storing area of one game;

~~an another~~ <u>a second</u> condition ~~determining means for~~ <u>detector for</u> determining whether or not the predetermined condition is <u>also</u> accomplished in <u>at least one other</u> ~~said another~~ game ~~also~~ ~~which is not~~ <u>that was not</u> selected by said ~~operating means~~ <u>operation controller</u> [[when]] <u>once</u> it is determined <u>that</u> the predetermined condition is accomplished by said [[one]] <u>first</u> condition <u>detector</u> ~~determining means~~; and

a second writing ~~control means~~ <u>controller</u> for writing change generation information for

generating changes ~~in the progress~~ during gameplay progress of the game to the backup data

storing area of one game when it is also determined that the predetermined condition is

accomplished in said another game [[also]] by said ~~another~~ second condition detector

~~determining means~~.

11. (Currently Amended) A game apparatus which enables an operator ~~is able~~ to play a

plurality of games and which shares [[share]] backup data of each of the plurality of games with

each other, comprising:

a game program ~~storing means~~ data storage memory for storing at least a first game

program and a second game program;

a readable and writable backup data ~~storing means~~ storage memory having a first backup

data storing area for ~~writably readably~~ storing backup data relating to said first game program, a

second backup data storing area for ~~writably readably~~ storing data relating to said second game

program and a shared backup data storing area for ~~writably readably~~ storing backup data relating

to both [[of]] said first game program and said second game program; and

[[said]] a memory writing controller for ~~control means~~ writing to said shared backup data

storing area shared information utilized in common to both [[of]] said first game program and

said second game program.

12. (Currently Amended) A game apparatus according to claim 11, further comprising:

~~an operating means for~~ a game operation controller for instructing a start of gameplay ~~the~~

~~game~~ by selecting any one of said first game program and said second game program and for

controlling progress of [[the]] a selected game; and

a ~~determining means for~~ condition detector for determining whether or not a predetermined condition is accomplished during [[the]] gameplay progress of [[one]] a selected game ~~selected and~~ instructed to be started by said operation controller ~~operating means~~; wherein said writing controller ~~control means~~ writes information relating to the predetermined condition to said shared backup data storing area as the shared information ~~when it is determined~~ upon determining that the predetermined condition is accomplished by said condition detector ~~determining means~~.

13. (Currently Amended) In ~~A game information storage medium utilized in~~ a game apparatus [[which]] that enables an operator ~~is able~~ to play a plurality of games and [[share]] which shares backup data of each of said plurality of games with each other and which comprises a computer-readable storage medium for storing game information, and a game operation controller ~~is provided with an operating means~~ and a ~~processing means~~ game program processor, wherein

a ~~game program~~ said data storage medium ~~for storing~~ includes at least a first game program and a second game program[[;]] and wherein said game apparatus further includes

a backup data storage medium having a first backup data storing area for ~~writably~~ readably storing backup data relating to said first game program and a second backup data storing area for ~~writably readably~~ readably storing data relating to said second game program,[[;]]

~~said game program storage medium~~ a computer program product, embodied on said computer-readable storage medium, comprising:

a ~~determining~~ program instruction means for determining whether or not a predetermined condition is accomplished [[in]] during gameplay progress of any one of said first game program

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and said second game program instructed to be started by said ~~operating means~~ operation

controller; and

a ~~writing control~~ program instruction means for writing, ~~when it is determined~~ upon

determining that the predetermined condition is accomplished ~~by said determining program~~,

information relating to the predetermined condition to both [[of]] said backup data storing area of

at least one game in which a predetermined condition is accomplished and to said backup data

storing area of another game ~~which is not selected~~ in which gameplay has not been started by

said game operation controller ~~operating means~~.

14. (Currently Amended) ~~A game information storage medium utilized in a~~ A game

apparatus which enables an operator ~~is able~~ to play a plurality of games and [[share]] which

shares backup data of each of said plurality of games with each other and ~~is provided with an~~

~~operating means~~ which includes a game operation controller and a game program processor

~~processing means, wherein~~ said game apparatus comprising:

a game program storage medium for storing at least a first game program and a second

game program; [[and]]

a readable and writable backup data storage medium having a first backup data storing

area for ~~writably readably~~ storing backup data relating to said first game program, a second

backup data storing area for ~~writably readably~~ storing data relating to said second game program,

and a shared backup data storing area for ~~writably readably~~ storing backup data relating to both

of said first game program and said second game program; and

~~said game program storage medium comprising~~ a writing control mechanism ~~program~~ for

writing to said shared backup data storing area ~~shared~~ information utilized in common [[to]] by

both [[of]] said first game program and said second game program.

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